

# Home Computing WEEKLY

45p

NO. 73

JUL 31 - AUG 6, 1984

45p

## MIRROSOFT

64 prizes of  
Caesar the Cat  
toy and game

Software  
reviews for:  
Spectrum, BBC,  
Electron, Oric,  
Memotech,  
TI-99/4A

VIC-20  
Assault on  
Greenham  
Common

CBM 64  
Two utilities

TI-99/4A  
Bombs away!

Plus:  
news, your  
letters, U.S.  
Scene, charts ...



## Marks for software

Marks and Spence will have its Michael Software on the shelves in October

It will be a mixture of new products and expanded and repackaged titles from his software house

Mikro-Gen's Michael Adams says that, to with many new titles, software would first be first marketed in a few city areas only

He said, "We haven't yet decided on the details, like exactly when and how we are going to present it"

Chris Hayward, from a computer publishing company, is handling the software on behalf of

Continued on page 3

## Robbit for sale

Robbit Software is up for sale, just 14 weeks after joint founder Alan Savage committed suicide

Managing director Heather Lamont, 23, put the company into voluntary liquidation

She said she and her staff had successfully conquered the problems caused by Mr Savage's death — debts and personal drinking down — but had the public would go up to Mr Savage's estate, most of his Savage's debts had also been paid

She said that, although she was sure Robbit would also rise in some form, for her it was no longer worth the struggle

Miss Lamont and Mike Cooper, of agents Koss and

Continued on page 3



FREE  
ZX USER  
YOUR 16-PAGE  
PULL-OUT

No.1

LATEST NEWS

# QUICKSILVA

## Computing

### SECTION

## QUICKSILVA

All titles available from Quicksilva Mail Order, P.O. Box 6, Wimborne Dorset BA21 7PY

Home of The Game Lords

# USIVE • NEW PROGRAM PROBE EXCLUSIVE • NEW PR

Meet the party of refuse in  
**TRASHMAN** — Commodore 64  
£37.95

The job may look easy but only you know the hazards. Spending cars, cyclists, excess dogs over reacting in the transport lane or one too many in the pub! A Trashman lot is not an easy one. Discover just how difficult for yourself in TRASHMAN on the Commodore 64

**ESCAPE & 3D TUNNEL** —  
Commodore 64 £27.95 each.  
Follow the Thrill!

What lies in the tunnel's depths?  
Flying bats, leaping toads, scurrying rats, crawling spiders and there may be more... All appearing live in the dreaded 3D TUNNEL.  
Meanwhile, in the maze on the exterior, what horrors lurk in the hedges? Where is the exit hidden? What prehistoric horrors will trap you? Can you survive the dinosaurs and the pterodactyls? Find out in ESCAPE if you dare! Available on the Commodore 64

**GATE CRASHER** — BBC/  
ELECTRON £6.95

An intriguing game for the BBC and ELECTRON.  
Do you enjoy being killed by aliens? Has your keyboard melted away under the fiery artillery? Do you have nightmares of swamping battles?  
If so this is the game for you... it has none of those!  
GATE CRASHER is a game of skill and strategy that will test your mind to the limits. Plus you will also have the opportunity to WIN £200!



**ELECTRO ART** — Electron  
£34.95

Sort of BEES ART!

Create your own works of art with this simple to use, yet sophisticated feature-rich art tool which includes a full machine code Paint routine allowing you to output in any shape. ELECTRO ART is supplied in a box with a full instruction manual.

**VELNOR'S LAIR** — Cric I/Atmos  
£8.95

Battle the evil Wizard Velnor in the caves of Mount Elic. VELNOR'S LAIR is simply the most enjoyable adventure you will play on your computer!

**MINED OUT** for the Spectrum  
Cric I/Atmos £8.95

Following his success on the SPECTRUM, ELECTRON, BBC, LYRIC and DRAGON, Bill the worm is now appearing in MINED OUT on the Cric I/Atmos computers.

### COMING SOON

**ANT ATTACK** — Commodore 64  
£8.95

The outstanding Soft Solid 3D graphics of the breathtaking city of Ant Attack are now available on the Commodore 64. Battle the giant ant to save your town!

### COMING SOON

**FRED** — Commodore 64 £7.95

Action beneath the pyramid! Fearless Fred, the intrepid Archaeologist, searches the treacherous catacombs before the lair of the Tomb of the Unknown!

### COMING SOON

**GAMES 64** — Spectrum 48K

From the advanced programming people division of the SOFTWARE STUDIOS — GAMES 64 — an Olympiad spectacular!

# QED??



WIMBORNE



WOODMORTON



WIMBORNE

WARNING: These programs are sold according to QEDSILVA's terms of trade and conditions of sale. copies of these are available on request.

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# Home Computing WEEKLY

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HOME COMPUTING WEEKLY  
BRITAIN'S BRIGHTEST



## ZX USER

Another free magazine for all Spectrum and ZX81 users.  
Here's what's in store for you:

- Software reviews — latest releases for the Spectrum
- Track down golden nuggets with the mousey vicer
- Journey through hyperspace to search out new civilisations
- Get your maths in shape
- Test your memory and echo your computer's thoughts

For further details look at the contents on page three of your  
36-page ZX User.

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# SUPER SAVERS

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BLISS BLISS	£5.95	£9.95	OMEGA RUN	£7.95	£9.95
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CHANGING TIDE	£7.95	£9.95	ST. JAG MY GARDEN	£7.95	£9.95
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BLISS BLISS	£9.95	£9.95	TRUCKS GO! TRUCKS GO!	£7.95	£9.95
LIGHT CYCLE	£7.95	£9.95	CHANGING TIDE	£7.95	£9.95
WING	£5.95	£9.95	SPACE SHOOT	£7.95	£9.95
SLAP BASH	£5.95	£9.95	FLYING PLATOONS	£7.95	£9.95
MOON BLOSSOM	£5.95	£9.95	CHANGING TIDE	£7.95	£9.95

AMIGA	RSP	PRICE	COMMODORE 16	RSP	PRICE
SLAP BASH	£5.95	£9.95	WING	£7.95	£9.95
WING	£5.95	£9.95	CHANGING TIDE	£7.95	£9.95
FALCON FIGHTER	£7.95	£9.95	THE FLY	£9.95	£9.95
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16 COATES CLOSE  
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**LAWTON LIMITED**

## PIKaDee Software FOR THE LINKS EXPANDED TI-99/4A

**PIKaDee CREATOR & SCREEN EDITOR** £9.95  
This highly personal coding program makes the creation of graphics and large screen layouts rapid and easy. Commanders include: SCREEN, MOVE, SET, DELETE and many more. ROMs for 14 and 4 Meg. (for all TI Owners)  
Instructions: 100% Rate of 1000% Display: 100% Value for money 100%. Price includes full instructions and 1 year of development.

**PIKaDee MAZE** by David Marks ★ ★ ★ ★ ★  
TI LINKS Star Expansion £9.95  
CHANGING TIDE: 100%

Three high-quality programs on one tape. MAZE MAZE is a great way to play with TI's maze. There are mazes from 2 mazes and can then be edited in different ways. They can be played back with 1, 2 or 3 mazes or with 4 mazes. Many commands. Full instructions and documentation are included. TI LINKS is a great extension of the classic board game. You can play your friends with the computer. 1 on 1 play game. CHANGING TIDE (100%) are complete ready-to-use characters on which will enhance your own program.

**PIKaDee BATTLE** by John Barrows  
CHANGING TIDE: 100%

Amalgamation with Battle: This game is pick up all of the items left behind by your opponents. This is a strategy game as you have to plan the game. There are 100 items and don't run too much and it's a long way down to the ground. 1 on 1 game. 10 items. There are 10 items for all game players. CHANGING TIDE (100%) is a great way to play the game on for your own game. Instructions included.

**PIKaDee ESCAPE FROM THE** £7.95  
CHANGING TIDE: 100%

This has to be the most addictive game you've got for your TI 99/4A. You've been captured by the Great of Mars. To escape your escape you have to solve various puzzles. 10 items. There are 10 items for all game players. CHANGING TIDE (100%) are complete ready-to-use characters on which will enhance your own program.

All tapes, ROMs etc., in **PIKaDee Software**  
35 Parker St. PRESTON  
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THE WAY FORWARD FOR THE TI 99/4A

## Lantern Games That Shine

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NOW AVAILABLE... NEW FULL COLOUR ROMS

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A strategy game for the TI 99/4A. It features a character in a dark environment. Price: £5.95.



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The Tee Shirts are white with the **INTRIGUE** logo printed on the front in light blue and yellow.

Buy two games and claim your free Tee Shirt. Buy one game — £3.95 and claim your Tee Shirt. Or just buy yourself a Tee Shirt for just £2.95. Send large order or small order. Add 10p postage and packing for each Tee Shirt bought or claimed.

The offer applies to U.K. road orders only.

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**WINTERBARK BATTLE** (Basic) £5.95  
**CHANGING TIDE** (Basic) £5.95  
**ATLANTIS** (Basic) £5.95

Games are sent post free.

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**INTRIGUE SOFTWARE** Tel: 05806 4729  
CHANGING TIDE: 100%



## MILES BETTER SOFTWARE

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• Derby-O-Rama	N/A	£3.00
• Bruce Lee	£12.00	£3.00
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• Geometry of the Circle	£ 4.00	£1.00
• Povera	£ 5.00	£1.00

\* Available for the Atari

84 Accelerator Load and Save

10 Direct download cassette priced only £8.95

Phone for software 88 for the 64 + Atari



## TWO FEET SOFTWARE

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## U.S. SCENE

# High-tech Olympic Games

Are you ready for the high-tech Olympics? Well, the rest of the world (LA) certainly is. I don't know how many athletes' records are going to be set here this summer, but as far as computer applications and communications are concerned, there will certainly be a few. For example, during the games, the total number of athletes, officials, journalists and staff will number about 50,000. These people will be using roughly 150 million words of computers, networks and related equipment.

That is certainly a new record. Using that staff, they will be able to send messages to each other via computer networks as well as by more conventional means. They will be able to deliver messages for other athletes recorded in one language and played back in the athlete's native tongue. Games from continents will be able to deliver messages recorded in their native tongue which can be viewed over the regular (cable) phone system.

IBM, Motorola, and American Telephone and Telegraph (AT&T) are the main movers and shakers of the communications and computer networks. And more than of the people using their devices will have an air of almost no experience with them. Everything, in one respect put it, has got to compute or it will never be used at all.

AT&T is installing roughly 100 computer terminals and about 100 printers throughout the Olympic site. There will be linked by 14 Western Union 10 megabyte computers. Applications include electronic mail, bulletin board service, making the results of events, and other. And in each city there is another communications system directed by Motorola. These involve the use of over 3000 wireless points units.

It will work like this. If a message is sent via a computer terminal, the sender of the message will be able to page the computer over the radio-controlled paging system and have the first 80 characters of the message appear on a one-line LCD display on the paging device itself. If the message turns out to be longer than 80 characters, the person receiving the message can go to the nearest computer terminal to receive the entire message.

IBM is also making a significant contribution. The firm is installing about 100 Display Writer word processors and a multi-system which allows a writer to record a message for someone who can then access it with a pre-arranged code number. Instructions for the use of this system will be made available in any one of 15 different languages and the messages can, of course, be left in any language. If athletes have their own messages on the system, they will see their names scrolling up the screen of various IBM Personal Computer VMs installed through the site.

High technology has had a direct impact on some of the events too, especially in the all-important aspect of determining finish results. In swimming events, a special system was raised up using a float and made of quartz rings on an aluminum frame. The float-rings are set up on a slanted surface which leads the information directly whenever started by a swimmer's hand. This system is unaffected by waves and water pressure just of course human judgments.

In track and field events, an infrared beam will be used to mark the finish line and the clock for each competitor. Unlike simpler electronic finish lines, this one is important to interference caused by shadows, reflections, and of course correct strokes.

Red Sox, Fairfield, California

# Win Caesar the Cat — toy and game — from

# MIRRORSOFT

This week we are offering you the chance to win a cuddly cat as well as the game based around him. The feline character is known to Caesar — a cute black and white furry creature with a mouse perching cozily on his right paw.

The game is Caesar the Cat from Amstradsoft, marketed by Mirrorsoft. And we're giving away 14,000 copies as well as 14,000 copies of the game — for 48K Spectrum, Commodore 64 or BBC B. You could be the proud owner of Caesar in top cat game version!

Caesar takes his duties seriously as household guardian. The house is filled with mice and Caesar promises you there are no mice out there in the garden. It's a good job that we mentioned the long firm of toes and agile, for the feline cat returns the mice are perching on them with croaky. Although Caesar is a universal member of the family, his mouse are understandably happy when he looks any place.

Once Caesar catches a mouse, he returns it from the kitchen and returns his hand for the mouse again. But time is running out and you only have 100 seconds to catch more mice.

Caesar, attention and speed are outstanding. This is a challenge game of skill for all the family. Caesar the cat is top and soon becomes a popular addition to your family if you try. The mouse is proof to his paw to follow and is described as that he can play with it.

The game will be in the shops for £1.95 for the Spectrum and BBC B and £2.95 for Commodore 64 and Caesar will soon be in the shops for £1.95. So make your choice now! — with a total value of £1,000. So what are you waiting for?

The competition is limited to all you UK's computer owners — you need the difference between the two versions, mark them and make the number you found on the back of your envelope.

Good luck and happy hunting!

## How to enter

Study the tiny computer — Game and a number of differences between them. Count the differences on

pages B and C and the number and number in an envelope. Write clearly the number of differences you found on the back of the envelope.

Put your entry to Mirrorsoft Computers, Hope Computers, Weekly, P.O. 1, London, N16 9JH, London W11 1AB. Entries close at 11.00 on Friday August 17, 1984.

This entry must be made before the

game ends, but with entry close at 11.00 on Friday August 17, 1984. And sealed in a separate envelope.

Important points before sending the guidelines on entering — complete responses and names in envelopes with no contact on the back cannot be considered. If you are a winner, the person will be used in a letter to send your prize or check, if only in the event.

## Mirrorsoft Competition

### Entry Coupon

Name

Address

post code

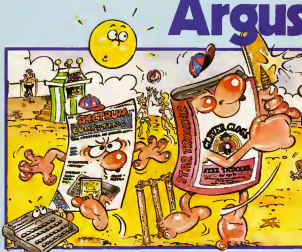
Number of differences found

Computer owned 48K Spectrum, Commodore 64 or BBC B

Complete entry with this — if you are a winner you will see the prize. Put the number of differences found on the back of the envelope. Write clearly the number of differences you found on the back of the envelope. Put the number of differences you found on the back of the envelope.



# 9 Out of 10 said they Argued



## Top Machines

Great games, great utilities all for only £3.99. Available for Spectrum, Atari, VIC 20, BBC B, and C64 64 through M.H. Smith, Petrols and computer stores.

Really use your computer this summer

## Clever Claps

A great fun game for whizzkids. Challenge the difficulty with data packs on Science, The Arts & General Knowledge.

On sale in M.H. Smith's. Keep your Clever Claps busy all summer long! Available for Spectrum at £5.95

## Mind Games

Recently launched, the new name in quality strategy and adventure games. Top writers and programmers open the door to the world of imagination and fantasy.

Have an adventure this summer with Star Force Seven, Quest for Eternity, and

Ones Quest. Spectrum £7.99, BBC B, and C64 £4.99.

## Full of Names

Five million barbarians, an army or two of Persians, several thousand upset Americans, fifty legions of alienant Italians. . . . and you!

Have a holiday at home and save calibration. Available for Atari, BBC B, Spectrum & Commodore 64



# Computers\* preferred Software



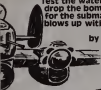
## The House for Heroes!

The Game Lords join the Argus Press team. Consistently in the top ten with great games like Ant Attack, Boogaboo, Fred, Mined Out and Snowman. Prices from £4.95 to £7.95. Available from W.H. Smith, Boots and Menzies and leading Computer Stores worldwide.

```

100 CALL CLEAR
110 CALL SCREEN(2)
120 CALL CHAR(100,"3C7EFFFFFFFFF7E3C")
130 CALL CHAR(104,"0000000000000000")
140 CALL CHAR(112,"00001010FFFFFFF")
150 CALL CHAR(113,"000020702")
160 CALL CHAR(128,"00001010FFFFFFF")
170 CALL CHAR(136,"A963F33F9F1F7FFF")
180 CALL CHAR(137,"9506CFFCF9F0F0FF")
190 CALL CHAR(138,"FF771F9F3FF363F9")
200 CALL CHAR(139,"FFFEF8F9FCFC695")
210 CALL CHAR(144,"3C3C3C3C3C3C3C3C")
220 FOR I=2 TO 8
230 CALL COLOR(1,1,1)
240 NEXT I
250 PRINT TAB(100);"NINEFIELD":

```



Test the waters before you  
drop the bomb. Watch out  
for the submarine which  
blows up without warning,  
in this game  
by Jon Dempsey

# Bom a w a y!

```

700 C=2
710 GOSUB 2450
720 CALL KEY(0,K,S)
730 CALL SOUND(99,4,0)
740 IF S=0 THEN 720
750 CALL CLEAR
760 CALL COLOR(9,10,1)
770 CALL COLOR(10,14,1)
780 CALL COLOR(11,11,1)
790 CALL COLOR(12,13,13)
800 CALL COLOR(13,2,13)
810 CALL COLOR(14,9,1)
820 CALL COLOR(15,14,13)
830 CALL COLOR(16,1,1)
840 FOR I=2 TO 8
850 CALL COLOR(1,2,16)
860 NEXT I
870 CALL HCHAR(1,1,120,9)
880 CALL HCHAR(23,1,120,64)
890 R=0
900 RS="POINTS=";STPS=1;R=0;"XXXX"
910 S=2
920 C=16
930 GOSUB 2450
940 X=1
950 B=6
960 E=3
970 F=2

```

```

550 FOR I=10 TO 2 STEP -2
560 RS=STPS*(I-2)*". " & CHR$(32)*ST
570 B=(I+2)*2
580 C=3
590 GOSUB 2450
600 NEXT I
610 FOR I=10 TO 2 STEP -2
620 R3="___" & CHR$(I/2)
630 B=(I+2)*2
640 C=14
650 GOSUB 2450
660 CALL SOUND(99,110*(I/4)
670 NEXT I
680 RS="PRESS ANY KEY TO PLAY"
690 B=24

```



```

980 G=18
990 AS="SHOTS="&STR$(S*6)*"X"
1000 B=2
1010 C=3
1020 GOSUB 2450
1030 IF D=18 THEN 1060
1040 H=D+4
1050 GOTO 1070
1060 H=22
1070 RANDOMIZE
1080 CALL HCHAR(4,1,32,608)
1090 CALL HCHAR(3,1,120,32)
1100 CALL HCHAR(23,1,120,32)
1110 J=INT(RND*15)+4
1120 L=INT(RND*32)+1
1130 Y=INT(15*RND)+4
1140 YY=INT(L*RND)+1
1150 CALL HCHAR(J,L,159)
1160 CALL HCHAR(Y,YY,158)
1170 FOR I=5 TO 29 STEP 2
1180 H=INT(RND*D)+1
1190 CALL VCHAR(4,1,104,H)
1200 CALL HCHAR(H*3,1,100)
1210 CALL SOUND(-50,-5,0)
1220 NEXT I
1230 D=D+1
1240 IF D<18 THEN 1270
1250 Z=D+1
1260 GOTO 1280
1270 Z=0
1280 AS="CARD="&STR$(Z*6)*"X"
1290 B=24
1300 C=3
1310 GOSUB 2450
1320 CALL HCHAR(24,20,120,8)
1330 GOSUB 1250
1340 GOTO 1400
1350 FOR I=1 TO ((E-1)*2+STEP 2
1360 CALL SOUND(-10,-1,0)
1370 CALL HCHAR(24,20+1,128)
1380 NEXT I
1390 RETURN
1400 CALL KEY(0,K,S)
1410 CALL COLOR(9,2,1)
1420 CALL HCHAR(H,F,112)
1430 CALL HCHAR(H,F,32)
1440 CALL SOUND(-200,500,5,-3,5,
1000,10)
1450 CALL COLOR(9,10,1)
1460 U=0
1470 IF S=0 THEN 1400
1480 CALL HCHAR(H,F,112)
1490 CALL KEY(0,K,S)
1500 IF S=0 THEN 1530
1510 IF S=0 THEN 2500
1520 IF K=32 THEN 2030
1530 CALL HCHAR(H,F+1,0)

```

```

1540 IF (D=100)+(D=158) THEN 2500
1550 F=F+1
1560 IF F>32 THEN 1640
1570 CALL HCHAR(H,F,32)
1580 F=2
1590 H=H+1
1600 AS=STR$(D)*"X"
1610 B=2
1620 C=3
1630 GOSUB 2450
1640 CALL VCHAR(4,31,32,19)
1650 CALL HCHAR(H,F+1,32)
1660 IF H>3 THEN 1400
1670 IF D=18 THEN 1680 ELSE 170
0
1680 B=18
1690 GOTO 980
1700 CALL HCHAR(4,1,32,32)
1710 IF S=0 THEN 970
1720 AS="BOMBS"
1730 B=10
1740 C=10
1750 GOSUB 2450
1760 IF S>1 THEN 1820
1770 AS=STR$(S)*" BOMB"
1780 B=12
1790 C=10
1800 GOSUB 2450
1810 GOTO 1860
1820 AS=STR$(S)*" BOMBS"
1830 B=12
1840 C=10

```



```

1850 GOSUB 2450
1860 R$="8 50 POINTS EACH"
1870 B=14
1880 C=10
1890 GOSUB 2450
1900 R$=STR$(G+50)+L" POINTS"
1910 B=14
1920 C=10
1930 GOSUB 2450
1940 R=R+(G+50)
1950 R$=STR$(R)+L" "
1960 B=2
1970 C=23
1980 GOSUB 2450
1990 IF (R=10000)+(C=1) THEN 200
0 ELSE 970
2000 E=E+1
2010 D=R+1
2020 GOTO 970
2030 F=H
2040 G=C-1
2050 CALL SOUND(-100,-5,4)
2060 G=F
2070 G=G+1
2080 F=F-1
2090 CALL GCHAR(P,G,R)
2100 CALL HCHAR(H,F+1,G)
2110 IF G=100 THEN 2300
2120 IF (R<159)+(R>32)+(R>100
)+(R>150) THEN 1400
2130 IF (P=32)+(P=158) THEN 2190
2140 IF P=100 THEN 2300

```

```

2150 R=R+2
2160 CALL SOUND(-150,1000,3,-7,1
0,330,3)
2170 CALL HCHAR(P,G,32)
2180 GOTO 2340
2190 CALL HCHAR(P,G,113)
2200 CALL SOUND(-50,3000,7)
2210 CALL HCHAR(H,F,112)
2220 IF F=32 THEN 1570
2230 IF G=32 THEN 2360
2240 CALL HCHAR(P,G,32)
2250 GOTO 1570
2260 CALL HCHAR(P,G,32)
2270 CALL HCHAR(H,F,32)
2280 F=F+1
2290 GOTO 2070
2300 U=U+1
2310 CALL VCHAR(4,0,32,P-3)
2320 R=R+50
2330 CALL SOUND(-750,110,2,-7,0,
200,5)
2340 IF (R=10000)+(R=1) THEN 235
0 ELSE 2390
2350 E=E+1
2360 D=R+1
2370 GOSUB 1350
2380 CALL SOUND(-750,110,2,-6,0,
192,2)
2390 R$=STR$(R)+L" "
2400 B=2
2410 C=23
2420 GOSUB 2450
2430 IF G=13 THEN 1710
2440 GOTO 1460
2450 FOR T=1 TO LEN(R$)
2460 D=ASC(LEFT$(R$,T))
2470 CALL HCHAR(B,T+C,2)
2480 NEXT T
2490 RETURN
2500 CALL HCHAR(H,F,136)
2510 CALL HCHAR(H,F+1,197)
2520 CALL HCHAR(H+1,F,138)
2530 CALL HCHAR(H+1,F+1,139)
2540 FOR I=0 TO 30
2550 CALL SOUND(-200,-7,1,110,1)
2560 NEXT I
2570 E=E-1
2580 B=D-1
2590 IF E=0 THEN 2610
2600 GOTO 970
2610 R$=STR$(G)+L" "
2620 C=9
2630 B=2
2640 GOSUB 2450
2650 R$="GAME OVER"
2660 B=12
2670 C=10

```

## TI-99/4A PROGRAM

```

2680 GOSUB 2450
2690 FOR I=1 TO 700
2700 NEXT I
2710 CALL CLEAR
2720 FOR I=2 TO 8
2730 CALL COLOR(I,7,1)
2740 NEXT I
2750 IF RND(5) THEN 2760 ELSE 460
2760 V(5)=H
2770 RESTORE 3050
2780 FOR I=1 TO 6
2790 READ A(I,C
2800 B=10+I+2)
2810 GOSUB 2450
2820 NEXT I
2830 INPUT H#
2840 IF LEN(H#)>10 THEN 3830
2850 V(5)=H#
2860 CALL CLEAR
2870 FOR I=1 TO 5
2880 FOR J=1 TO 11
2890 IF V(I1)<V(I) THEN 2970
2900 CALL SOUND(-99,1100-I,2000-
11,
2910 VW=V(I)
2920 VW=V(I)

```

```

2930 V(1)=V(11)
2940 V(1)=V(11)
2950 V(1)=VV
2960 V(1)=VV
2970 NEXT I
2980 NEXT II
2990 GOTO 460
3000 DATA +-----+-----+1,10,MINEF
3010 DATA 1,3,11,-----+5,10,YOUP
3020 SUB HAS RUN OUT OF RIP.7,3
3030 DATA AND YOU MUST SURFACE--
3040 IN-9,2-8 MINEFIELD..11,3-YOU HAV
3050 E EIGHTEEN MISSILES-14,3
3060 DATA TO HIT ALL THE MINES..
3070 16,2-YOU GET AN EXTRA SUB AT-19,
3080 3,10000 POINTS..21,2
3090 DATA THERE IS A MYSTERY BOX
3100 US-5,3,WHICH DOUBLES YOUR SCORE.
3110 7,2-USE THE SPACE BAR TO FIRE..
3120 10,3
3130 DATA GOOD LUCK..19,10,PRESS
3140 ANY KEY TO PLAY..-24,2
3150 DATA CONGRATULATIONS-4,YOUR
3160 SCORE IS-4,ONE OF THE-4,FIVE HI
3170 GHEST-4,PLEASE ENTER-4
3180 DATA YOUR NAME-4

```

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This week we conclude the tape filer program featured last week. We also show you how to delve into your program's inner secrets

# Tape Filer part 2 by Iain Murray

The listing, complete last week's tape index program with the reader edition of the program. The routine allows you to search quickly through your tapes for a particular letter or name or both.

Up to five names may be specified for a tape. A whole tape may also be viewed. The program will automatically search through all your data files, print out any findings and the location of the item in your master collection. It will map if a "SHUFF LOCK" is found anything, but if you press "SHUFF LOCK" it will search continuously until it reaches the last file. The time of the search will be printed at the end.

**NOTES:** As usual, better controls are given in BASIC comments, but these do not need to be typed in.

## How to write

- 150-230 name and choice info.
- 200
- 230-240 list complete tape
- 240-260 read in data, checking for errors
- 260-280 address not read and write, and print out
- 280-310 input number of names to be searched for
- 310-320 input required names
- 320-330 tapes with tape number and make up listname
- 330-340 input data and take appropriate action
- 340-350 check for exit
- 350-360 check for stop
- 360-370 check for print and read
- 370-377 print name, tape and location
- 378-400 go on to next tape if required
- 400-450 print number of references found and search time

## Tape Filer

### Start on conversion

Apart from the special file handling comments, this program should be easy to convert to run on other macros, or with various data storage. **NOTE:** (11.1.84) - "SHUFF" printed 15 at last 64

# Find your fo see how your program works

## Tape Filer

- 440-450 search names
- 450-460 list tape
- 460-470 number of references found
- 470-480 length of search name
- 480-490 length of tape name
- 490-500 data base
- 500-510 number of tapes tape on file
- 510-520 current filename
- 520-530 tape number
- 530-540 open data base
- 540-550 number of files to be searched for
- 550-560 tape to be searched
- 560-570 name
- 570-580 tape number
- 580-590 tape number
- 590-600 name name or file
- 600-610 read in data
- 610-620 tape length
- 620-630 data counter
- 630-640 tape counter
- 640-650 disk counter
- 650-660 data to be added

memory 5 and a memory location, and held by the space bar. Press C to release or S to store new data memory. Number calculation (press M) into disassembly. Press C or S to continue. The screen displays memory location, memory address and memory dump. The tape is reversed for the operation and branches are calculated. Memory dump shows current in-byte order and branch offset.

## M4 disassembler

- 840-850 value of operand
- 850-860 decimal number
- 860-870 memory being processed
- 870-880 read in M4 hex number
- 880-890 address and print
- 890-900 read in data
- 900-910 read in data
- 910-920 read in data
- 920-930 read in data
- 930-940 read in data
- 940-950 read in data
- 950-960 read in data
- 960-970 read in data
- 970-980 read in data
- 980-990 read in data
- 990-1000 read in data

## BASIC m-c disassembler by A Huke

This machine code disassembler is written in BASIC. It contains no special MACRO commands and will run on the Commodore 64 or any expanded VIC-65 if you make two changes for correct width.

The program allows you to view in memory any hexdump the workings of 6502 64 6504 and machine code routines selected on any 6504 games and utility programs.

All numbers are displayed in hex but memory start may be entered in decimal or hex. Disassembly is started by



# your favorite tune or

```

10 REM ** MACHINE CODE DISASSEMBLER **
20 DEFN A2: GOTO640
30 REM ** CALCULATE AND PRINT HEX NUMBERS **
40 H1=INT(DN/16)+48:IFH1>57THENH1=H1+7
50 H2=DN-INT(DN/16)+48:IFH2>57THENH2=H2+7
70 PRINTCHR(H1);CHR(H2);:RETURN
80 REM ** ROUTINE FOR ONE HEX NUMBER BYTE **
90 SN=SN+1:SN=PEEK(SN):H2(1)=DN:GOSUB40:RETURN
95 REM ** ROUTINE TO REVERSE LO-BYTE HI-BYTE **
100 H1=PEEK(SN+2):H2(2)=DN:GOSUB40:SN=PEEK(SN+1):H2(1)=DN:GOSUB40:SN=SN+2:RETURN
110 REM ** DEC TO HEX CONVERSION AND PRINT **
120 H1=INT(DN/4096):H2=INT(DN/4096*16/256)
130 H3=INT(DN/4096*16/256*16/256)
140 H4=DN-4096*H1-H2-H3-H4
150 H4=H4-4096*H1-H2-H3-H4
160 H4=H4-4096*H1-H2-H3-H4
170 H4=H4-4096*H1-H2-H3-H4
180 H4=H4-4096*H1-H2-H3-H4
190 H4=H4-4096*H1-H2-H3-H4
200 H4=H4-4096*H1-H2-H3-H4
210 H4=H4-4096*H1-H2-H3-H4
220 H4=H4-4096*H1-H2-H3-H4
230 H4=H4-4096*H1-H2-H3-H4
240 H4=H4-4096*H1-H2-H3-H4
250 H4=H4-4096*H1-H2-H3-H4
260 H4=H4-4096*H1-H2-H3-H4
270 H4=H4-4096*H1-H2-H3-H4
280 H4=H4-4096*H1-H2-H3-H4
290 H4=H4-4096*H1-H2-H3-H4
300 H4=H4-4096*H1-H2-H3-H4
310 H4=H4-4096*H1-H2-H3-H4
320 H4=H4-4096*H1-H2-H3-H4
330 H4=H4-4096*H1-H2-H3-H4
340 H4=H4-4096*H1-H2-H3-H4
350 H4=H4-4096*H1-H2-H3-H4
360 H4=H4-4096*H1-H2-H3-H4
370 H4=H4-4096*H1-H2-H3-H4
380 H4=H4-4096*H1-H2-H3-H4
390 H4=H4-4096*H1-H2-H3-H4
400 H4=H4-4096*H1-H2-H3-H4
410 H4=H4-4096*H1-H2-H3-H4
420 H4=H4-4096*H1-H2-H3-H4
430 H4=H4-4096*H1-H2-H3-H4
440 H4=H4-4096*H1-H2-H3-H4
450 H4=H4-4096*H1-H2-H3-H4
460 H4=H4-4096*H1-H2-H3-H4
470 H4=H4-4096*H1-H2-H3-H4
480 H4=H4-4096*H1-H2-H3-H4
490 H4=H4-4096*H1-H2-H3-H4
500 H4=H4-4096*H1-H2-H3-H4
510 H4=H4-4096*H1-H2-H3-H4
520 H4=H4-4096*H1-H2-H3-H4
530 H4=H4-4096*H1-H2-H3-H4
540 H4=H4-4096*H1-H2-H3-H4
550 H4=H4-4096*H1-H2-H3-H4
560 H4=H4-4096*H1-H2-H3-H4
570 H4=H4-4096*H1-H2-H3-H4
580 H4=H4-4096*H1-H2-H3-H4
590 H4=H4-4096*H1-H2-H3-H4
600 H4=H4-4096*H1-H2-H3-H4
610 H4=H4-4096*H1-H2-H3-H4
620 H4=H4-4096*H1-H2-H3-H4
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640 H4=H4-4096*H1-H2-H3-H4
650 H4=H4-4096*H1-H2-H3-H4
660 H4=H4-4096*H1-H2-H3-H4
670 H4=H4-4096*H1-H2-H3-H4
680 H4=H4-4096*H1-H2-H3-H4
690 H4=H4-4096*H1-H2-H3-H4
700 H4=H4-4096*H1-H2-H3-H4
710 H4=H4-4096*H1-H2-H3-H4
720 H4=H4-4096*H1-H2-H3-H4
730 H4=H4-4096*H1-H2-H3-H4
740 H4=H4-4096*H1-H2-H3-H4
750 H4=H4-4096*H1-H2-H3-H4
760 H4=H4-4096*H1-H2-H3-H4
770 H4=H4-4096*H1-H2-H3-H4
780 H4=H4-4096*H1-H2-H3-H4
790 H4=H4-4096*H1-H2-H3-H4
800 H4=H4-4096*H1-H2-H3-H4
810 H4=H4-4096*H1-H2-H3-H4
820 H4=H4-4096*H1-H2-H3-H4
830 H4=H4-4096*H1-H2-H3-H4
840 H4=H4-4096*H1-H2-H3-H4
850 H4=H4-4096*H1-H2-H3-H4
860 H4=H4-4096*H1-H2-H3-H4
870 H4=H4-4096*H1-H2-H3-H4
880 H4=H4-4096*H1-H2-H3-H4
890 H4=H4-4096*H1-H2-H3-H4
900 H4=H4-4096*H1-H2-H3-H4
910 H4=H4-4096*H1-H2-H3-H4
920 H4=H4-4096*H1-H2-H3-H4
930 H4=H4-4096*H1-H2-H3-H4
940 H4=H4-4096*H1-H2-H3-H4
950 H4=H4-4096*H1-H2-H3-H4
960 H4=H4-4096*H1-H2-H3-H4
970 H4=H4-4096*H1-H2-H3-H4
980 H4=H4-4096*H1-H2-H3-H4
990 H4=H4-4096*H1-H2-H3-H4
1000 H4=H4-4096*H1-H2-H3-H4

```

Looking for tape drive



```

115 IFH=14THENPRINT"BL",:GOSUB150:GOTO360
125 IFH=24THENPRINT"CL",:GOTO360
135 IFH=32THENPRINT"J",:GOSUB150:GOTO360
145 IFH=40THENPRINT"PL",:GOTO360
155 IFH=48THENPRINT"BI",:GOSUB150:GOTO360
165 IFH=56THENPRINT"SEC",:GOTO360
175 IFH=64THENPRINT"FT",:GOTO360
185 IFH=72THENPRINT"PM",:GOTO360
195 IFH=80THENPRINT"ENC",:GOSUB150:GOTO360
205 IFH=88THENPRINT"CLI",:GOTO360
215 IFH=96THENPRINT"TS",:GOTO360
225 IFH=104THENPRINT"PLR",:GOTO360
235 IFH=112THENPRINT"ENS",:GOSUB150:GOTO360
245 IFH=120THENPRINT"SE",:GOTO360
255 IFH=128THENPRINT"DE",:GOTO360
265 IFH=136THENPRINT"TW",:GOTO360
275 IFH=144THENPRINT"TW",:GOTO360
285 IFH=152THENPRINT"TW",:GOTO360
295 IFH=160THENPRINT"SEC",:GOSUB150:GOTO360
305 IFH=168THENPRINT"TS",:GOTO360
315 IFH=176THENPRINT"TW",:GOTO360
325 IFH=184THENPRINT"TW",:GOTO360
335 IFH=192THENPRINT"TS",:GOTO360
345 IFH=200THENPRINT"TW",:GOTO360
355 IFH=208THENPRINT"TW",:GOTO360
365 IFH=216THENPRINT"TW",:GOTO360
375 IFH=224THENPRINT"TW",:GOTO360
385 IFH=232THENPRINT"TW",:GOTO360
395 IFH=240THENPRINT"TW",:GOTO360
405 IFH=248THENPRINT"TW",:GOTO360
415 IFH=256THENPRINT"TW",:GOTO360
425 IFH=264THENPRINT"TW",:GOTO360
435 IFH=272THENPRINT"TW",:GOTO360
445 IFH=280THENPRINT"TW",:GOTO360
455 IFH=288THENPRINT"TW",:GOTO360
465 IFH=296THENPRINT"TW",:GOTO360
475 IFH=304THENPRINT"TW",:GOTO360
485 IFH=312THENPRINT"TW",:GOTO360
495 IFH=320THENPRINT"TW",:GOTO360
505 IFH=328THENPRINT"TW",:GOTO360
515 IFH=336THENPRINT"TW",:GOTO360
525 IFH=344THENPRINT"TW",:GOTO360
535 IFH=352THENPRINT"TW",:GOTO360
545 IFH=360THENPRINT"TW",:GOTO360
555 IFH=368THENPRINT"TW",:GOTO360
565 IFH=376THENPRINT"TW",:GOTO360
575 IFH=384THENPRINT"TW",:GOTO360
585 IFH=392THENPRINT"TW",:GOTO360
595 IFH=400THENPRINT"TW",:GOTO360
605 IFH=408THENPRINT"TW",:GOTO360
615 IFH=416THENPRINT"TW",:GOTO360
625 IFH=424THENPRINT"TW",:GOTO360
635 IFH=432THENPRINT"TW",:GOTO360
645 IFH=440THENPRINT"TW",:GOTO360
655 IFH=448THENPRINT"TW",:GOTO360
665 IFH=456THENPRINT"TW",:GOTO360
675 IFH=464THENPRINT"TW",:GOTO360
685 IFH=472THENPRINT"TW",:GOTO360
695 IFH=480THENPRINT"TW",:GOTO360
705 IFH=488THENPRINT"TW",:GOTO360
715 IFH=496THENPRINT"TW",:GOTO360
725 IFH=504THENPRINT"TW",:GOTO360
735 IFH=512THENPRINT"TW",:GOTO360
745 IFH=520THENPRINT"TW",:GOTO360
755 IFH=528THENPRINT"TW",:GOTO360
765 IFH=536THENPRINT"TW",:GOTO360
775 IFH=544THENPRINT"TW",:GOTO360
785 IFH=552THENPRINT"TW",:GOTO360
795 IFH=560THENPRINT"TW",:GOTO360
805 IFH=568THENPRINT"TW",:GOTO360
815 IFH=576THENPRINT"TW",:GOTO360
825 IFH=584THENPRINT"TW",:GOTO360
835 IFH=592THENPRINT"TW",:GOTO360
845 IFH=600THENPRINT"TW",:GOTO360
855 IFH=608THENPRINT"TW",:GOTO360
865 IFH=616THENPRINT"TW",:GOTO360
875 IFH=624THENPRINT"TW",:GOTO360
885 IFH=632THENPRINT"TW",:GOTO360
895 IFH=640THENPRINT"TW",:GOTO360
905 IFH=648THENPRINT"TW",:GOTO360
915 IFH=656THENPRINT"TW",:GOTO360
925 IFH=664THENPRINT"TW",:GOTO360
935 IFH=672THENPRINT"TW",:GOTO360
945 IFH=680THENPRINT"TW",:GOTO360
955 IFH=688THENPRINT"TW",:GOTO360
965 IFH=696THENPRINT"TW",:GOTO360
975 IFH=704THENPRINT"TW",:GOTO360
985 IFH=712THENPRINT"TW",:GOTO360
995 IFH=720THENPRINT"TW",:GOTO360
1005 IFH=728THENPRINT"TW",:GOTO360

```

```

445 IFR#-200THENPRINT"34E ", GOSUB150 GOTO880
446 IFR#-216THENPRINT"34B ", GOTO880
447 IFR#-232THENPRINT"34C ", GOTO880
448 IFR#-248THENPRINT"34D ", GOSUB150 GOTO880
449 IFR#-264THENPRINT"34E ", GOTO880
450 IFR#-280THENPRINT"34F ", GOTO880
451 IFR#-296THENPRINT"34G ", GOTO880
452 IFR#-312THENPRINT"34H ", GOSUB150 GOTO880
453 IFR#-328THENPRINT"34I ", GOSUB150 GOTO880
454 IFR#-344THENPRINT"34J ", GOSUB150 GOTO880
455 IFR#-360THENPRINT"34K ", GOSUB150 GOTO880
456 IFR#-376THENPRINT"34L ", GOSUB150 GOTO880
457 IFR#-392THENPRINT"34M ", GOSUB150 GOTO880
458 IFR#-408THENPRINT"34N ", GOSUB150 GOTO880
459 IFR#-424THENPRINT"34O ", GOSUB150 GOTO880
460 IFR#-440THENPRINT"34P ", GOSUB150 GOTO880
461 IFR#-456THENPRINT"34Q ", GOSUB150 GOTO880
462 IFR#-472THENPRINT"34R ", GOSUB150 GOTO880
463 IFR#-488THENPRINT"34S ", GOSUB150 GOTO880
464 IFR#-504THENPRINT"34T ", GOSUB150 GOTO880
465 IFR#-520THENPRINT"34U ", GOSUB150 GOTO880
466 IFR#-536THENPRINT"34V ", GOSUB150 GOTO880
467 IFR#-552THENPRINT"34W ", GOSUB150 GOTO880
468 IFR#-568THENPRINT"34X ", GOSUB150 GOTO880
469 IFR#-584THENPRINT"34Y ", GOSUB150 GOTO880
470 IFR#-600THENPRINT"34Z ", GOSUB150 GOTO880
471 IFR#-616THENPRINT"34A ", GOSUB150 GOTO880
472 IFR#-632THENPRINT"34B ", GOSUB150 GOTO880
473 IFR#-648THENPRINT"34C ", GOSUB150 GOTO880
474 IFR#-664THENPRINT"34D ", GOSUB150 GOTO880
475 IFR#-680THENPRINT"34E ", GOSUB150 GOTO880
476 IFR#-696THENPRINT"34F ", GOSUB150 GOTO880
477 IFR#-712THENPRINT"34G ", GOSUB150 GOTO880
478 IFR#-728THENPRINT"34H ", GOSUB150 GOTO880
479 IFR#-744THENPRINT"34I ", GOSUB150 GOTO880
480 IFR#-760THENPRINT"34J ", GOSUB150 GOTO880
481 IFR#-776THENPRINT"34K ", GOSUB150 GOTO880
482 IFR#-792THENPRINT"34L ", GOSUB150 GOTO880
483 IFR#-808THENPRINT"34M ", GOSUB150 GOTO880
484 IFR#-824THENPRINT"34N ", GOSUB150 GOTO880
485 IFR#-840THENPRINT"34O ", GOSUB150 GOTO880
486 IFR#-856THENPRINT"34P ", GOSUB150 GOTO880
487 IFR#-872THENPRINT"34Q ", GOSUB150 GOTO880
488 IFR#-888THENPRINT"34R ", GOSUB150 GOTO880
489 IFR#-904THENPRINT"34S ", GOSUB150 GOTO880
490 IFR#-920THENPRINT"34T ", GOSUB150 GOTO880
491 IFR#-936THENPRINT"34U ", GOSUB150 GOTO880
492 IFR#-952THENPRINT"34V ", GOSUB150 GOTO880
493 IFR#-968THENPRINT"34W ", GOSUB150 GOTO880
494 IFR#-984THENPRINT"34X ", GOSUB150 GOTO880
495 IFR#-1000THENPRINT"34Y ", GOSUB150 GOTO880
496 IFR#-1016THENPRINT"34Z ", GOSUB150 GOTO880
497 IFR#-1032THENPRINT"34A ", GOSUB150 GOTO880
498 IFR#-1048THENPRINT"34B ", GOSUB150 GOTO880
499 IFR#-1064THENPRINT"34C ", GOSUB150 GOTO880
500 IFR#-1080THENPRINT"34D ", GOSUB150 GOTO880
501 IFR#-1096THENPRINT"34E ", GOSUB150 GOTO880
502 IFR#-1112THENPRINT"34F ", GOSUB150 GOTO880
503 IFR#-1128THENPRINT"34G ", GOSUB150 GOTO880
504 IFR#-1144THENPRINT"34H ", GOSUB150 GOTO880
505 IFR#-1160THENPRINT"34I ", GOSUB150 GOTO880
506 IFR#-1176THENPRINT"34J ", GOSUB150 GOTO880
507 IFR#-1192THENPRINT"34K ", GOSUB150 GOTO880
508 IFR#-1208THENPRINT"34L ", GOSUB150 GOTO880
509 IFR#-1224THENPRINT"34M ", GOSUB150 GOTO880
510 IFR#-1240THENPRINT"34N ", GOSUB150 GOTO880
511 IFR#-1256THENPRINT"34O ", GOSUB150 GOTO880
512 IFR#-1272THENPRINT"34P ", GOSUB150 GOTO880
513 IFR#-1288THENPRINT"34Q ", GOSUB150 GOTO880
514 IFR#-1304THENPRINT"34R ", GOSUB150 GOTO880
515 IFR#-1320THENPRINT"34S ", GOSUB150 GOTO880
516 IFR#-1336THENPRINT"34T ", GOSUB150 GOTO880
517 IFR#-1352THENPRINT"34U ", GOSUB150 GOTO880
518 IFR#-1368THENPRINT"34V ", GOSUB150 GOTO880
519 IFR#-1384THENPRINT"34W ", GOSUB150 GOTO880
520 IFR#-1400THENPRINT"34X ", GOSUB150 GOTO880
521 IFR#-1416THENPRINT"34Y ", GOSUB150 GOTO880
522 IFR#-1432THENPRINT"34Z ", GOSUB150 GOTO880
523 IFR#-1448THENPRINT"34A ", GOSUB150 GOTO880
524 IFR#-1464THENPRINT"34B ", GOSUB150 GOTO880
525 IFR#-1480THENPRINT"34C ", GOSUB150 GOTO880
526 IFR#-1496THENPRINT"34D ", GOSUB150 GOTO880
527 IFR#-1512THENPRINT"34E ", GOSUB150 GOTO880
528 IFR#-1528THENPRINT"34F ", GOSUB150 GOTO880
529 IFR#-1544THENPRINT"34G ", GOSUB150 GOTO880
530 IFR#-1560THENPRINT"34H ", GOSUB150 GOTO880
531 IFR#-1576THENPRINT"34I ", GOSUB150 GOTO880
532 IFR#-1592THENPRINT"34J ", GOSUB150 GOTO880
533 IFR#-1608THENPRINT"34K ", GOSUB150 GOTO880
534 IFR#-1624THENPRINT"34L ", GOSUB150 GOTO880
535 IFR#-1640THENPRINT"34M ", GOSUB150 GOTO880
536 IFR#-1656THENPRINT"34N ", GOSUB150 GOTO880
537 IFR#-1672THENPRINT"34O ", GOSUB150 GOTO880
538 IFR#-1688THENPRINT"34P ", GOSUB150 GOTO880
539 IFR#-1704THENPRINT"34Q ", GOSUB150 GOTO880
540 IFR#-1720THENPRINT"34R ", GOSUB150 GOTO880
541 IFR#-1736THENPRINT"34S ", GOSUB150 GOTO880
542 IFR#-1752THENPRINT"34T ", GOSUB150 GOTO880
543 IFR#-1768THENPRINT"34U ", GOSUB150 GOTO880
544 IFR#-1784THENPRINT"34V ", GOSUB150 GOTO880
545 IFR#-1800THENPRINT"34W ", GOSUB150 GOTO880
546 IFR#-1816THENPRINT"34X ", GOSUB150 GOTO880
547 IFR#-1832THENPRINT"34Y ", GOSUB150 GOTO880
548 IFR#-1848THENPRINT"34Z ", GOSUB150 GOTO880
549 IFR#-1864THENPRINT"34A ", GOSUB150 GOTO880
550 IFR#-1880THENPRINT"34B ", GOSUB150 GOTO880
551 IFR#-1896THENPRINT"34C ", GOSUB150 GOTO880
552 IFR#-1912THENPRINT"34D ", GOSUB150 GOTO880
553 IFR#-1928THENPRINT"34E ", GOSUB150 GOTO880
554 IFR#-1944THENPRINT"34F ", GOSUB150 GOTO880
555 IFR#-1960THENPRINT"34G ", GOSUB150 GOTO880
556 IFR#-1976THENPRINT"34H ", GOSUB150 GOTO880
557 IFR#-1992THENPRINT"34I ", GOSUB150 GOTO880
558 IFR#-2008THENPRINT"34J ", GOSUB150 GOTO880
559 IFR#-2024THENPRINT"34K ", GOSUB150 GOTO880
560 IFR#-2040THENPRINT"34L ", GOSUB150 GOTO880
561 IFR#-2056THENPRINT"34M ", GOSUB150 GOTO880
562 IFR#-2072THENPRINT"34N ", GOSUB150 GOTO880
563 IFR#-2088THENPRINT"34O ", GOSUB150 GOTO880
564 IFR#-2104THENPRINT"34P ", GOSUB150 GOTO880
565 IFR#-2120THENPRINT"34Q ", GOSUB150 GOTO880
566 IFR#-2136THENPRINT"34R ", GOSUB150 GOTO880
567 IFR#-2152THENPRINT"34S ", GOSUB150 GOTO880
568 IFR#-2168THENPRINT"34T ", GOSUB150 GOTO880
569 IFR#-2184THENPRINT"34U ", GOSUB150 GOTO880
570 IFR#-2200THENPRINT"34V ", GOSUB150 GOTO880
571 IFR#-2216THENPRINT"34W ", GOSUB150 GOTO880
572 IFR#-2232THENPRINT"34X ", GOSUB150 GOTO880
573 IFR#-2248THENPRINT"34Y ", GOSUB150 GOTO880
574 IFR#-2264THENPRINT"34Z ", GOSUB150 GOTO880
575 IFR#-2280THENPRINT"34A ", GOSUB150 GOTO880
576 IFR#-2296THENPRINT"34B ", GOSUB150 GOTO880
577 IFR#-2312THENPRINT"34C ", GOSUB150 GOTO880
578 IFR#-2328THENPRINT"34D ", GOSUB150 GOTO880
579 IFR#-2344THENPRINT"34E ",
```

# PROGRAMS

```

875 PRINT "ON RETURN TO INSTRUCTIONS PRESS I"
880 PRINT "ALL NUMBERS ARE LISTED IN HEX"
885 PRINT "AFTER NUMBER CONVERTED PRESS N"
890 GOTO 830
895 REM CHARACTER "M" IS CRSP DOWN
900 PRINT "ENTER START LOCATION DEC. OR HEX"
910 INPUT "HEX ENTERED 888H OR 888H " ; A$ PRINT
920 IF ASC(A$) < 47 AND ASC(A$) > 57 THEN B$ = VAL(A$) GOTO 920
930 IF LEN(A$) < 2 THEN GOTO 940
940 GOSUB 800 B$ = B$ GOTO 920
950 PRINT "ENTER DEC OR HEX (4H OR 40 NUMBER "
955 INPUT " " ; A$ IF A$ = "STOP" OR "C" OR "M" THEN GOTO 955
960 PRINT A$ = " "
965 IF VAL(A$) < 65535 THEN GOTO 970
970 IF ASC(A$) < 47 AND ASC(A$) > 57 THEN B$ = VAL(A$) - PRINT " " ; GOSUB 800 GOTO 955
975 IF LEN(A$) < 2 THEN PRINT "FORMAT INCORRECT" GOTO 955
980 GOSUB 200 PRINT H$ GOTO 955

```

Listing for m/c Description

```

140 REM *** TAPE FILE ***
142 REM *** BY IAIN MURRAY © 1984 ***
144 REM *** FOR HOME COMPUTING MEDLY ***
146 REM *** PART 2 OF 2 ***
148 REM (CLR) C) CRSP DOWN
149 REM *** READER SECTION ***
150 PRINT "WELCOME TO "
151 REM * EACH LINE STARTS WITH A (CRSP DOWN)
152 PRINT "M) SEE A COMPLETE TAPE"
153 PRINT "N) FIND ALL TUNES BY A PARTICULAR ARTIST"
154 PRINT "O) FIND A PARTICULAR TUNE BY ANY ARTIST"
155 PRINT "A) FIND A PARTICULAR TUNE BY A PARTICULAR ARTIST"
156 PRINT "B) RETURN TO MAIN MENU"
157 REM [2 CRSP DOWN]
158 PRINT "WHICH ONE DO YOU WANT (1-5) "
159 GET C$ : C = VAL(C$) IF C/1 OR C/5 THEN 210
160 ON C GOTO 230-230 230-230 230-230 230
161 REM *** COMPLETE TAPE ***
162 PRINT "C) REM CLR"
163 INPUT "WHICH TAPE " ; N REM (CRSP DOWN) (WHITE)
164 IF N/1 OR N/5 OR N/10 THEN PRINT N$ GOTO 235
165 N2 = N
166 IF (N2-1)/5 < INT(N2-1)/5 THEN N2 = N2-1 GOTO 230
167 F$ = "TAPEFILE" + STR$(N2) + STR$(N2+4)
168 REM [2 CRSP DOWN] (WHITE) * 235 START WITH (CRSP DOWN)
169 PRINT "READING FOR TAPE " ; N
170 PRINT "PRESS (CHR$(34))" + STR$(N2) " TO INTERRUPT LISTING. (CHR$(34))" + STR$(N2+4) " TO CONTINUE LISTING. OR (CHR$(34))" + STR$(N2) " TO ABANDON"
171 PRINT "LISTING"
172 OPEN I$ : S = 15 OPEN 3: R$ = F$ : S, R$
173 INPUT$ A$ IF A$ = "B" THEN 240
174 IF N2 = 2 THEN 330
175 INPUT$ B$ IF B$ = "C" THEN N2 = N2+1 GOTO 325
176 GOTO 310
177 REM (CRSP DOWN) (WHITE)
178 INPUT$ L$ PRINT "M) " ; L$
179 INPUT$ S$
180 REM (CRSP DOWN) (GRAY)
181 PRINT "M) " ; S$
182 INPUT$ T$
183 REM (CRSP DOWN) (PINK) (CRSP DOWN)
184 PRINT "M) " ; T$
185 INPUT$ D$
186 IF D$ = "C" THEN S$ = D$ GOTO 350
187 IF D$ = "S" THEN 455
188 GET A$ IF A$ = "A" THEN CLOSE 3 PRINT "M) LISTING RE-LOADED" GOTO 455

```

[illegible]

# PROGRAMS

```

702 IF LEFT$(DA$ TL*H$)=TUN(H$) THEN 708
705 NEXT H$
710 GOTO 625
715 REM *** PARTICULAR TUNE AND ARTIST ***
720 FOR I$=1 TO H$
721 REM (C$P$E) IS SHIFTED "A"
722 IF DA$=TUN*H$+""+AR$(H$) THEN 730
724 NEXT H$
726 GOTO 625
730 REM (C$P$E) IS SHIFTED "A"
732 FOR I=1 TO LEN(DA$) IF MID$(DA$,I,1)="" THEN 730
734 NEXT I
735 T=LEFT$(DA$ (I-1))-P$=RIGHT$(DA$/(LEN(DA$)-I)) K2(H$)=K2(H$)+1
736 IF AR$(I$) THEN 740 REM (C$P$E) DOWN
738 PRINT "A.T." BY AN UNKNOWN ARTIST"
740 GOTO 730
745 REM (C$P$E) DOWN
746 PRINT "A.T." BY "P$
747 PRINT "IS TUNE A.T. ON SIDE",S1,"OF TAPE A.T"
748 IF P$=C$P$E THEN 750 REM (C$P$E) DOWN
749 PRINT "SEARCHING "
751 ON C-1 GOTO 685,705,724
752 REM (C$P$E) DOWN
753 PRINT "KEEP SEARCHING "V/N) "
754 GET A$ IF A$="" THEN PRINT "SEARCHING " ON C-1 GOTO 685,705,724
755 IF A$="" THEN 756
757 CLOSE 5 CLOSE 1
758 GOTO 150
759 REM *** GOING ON TO NEXT TAPE ***
760 CLOSE 5 CLOSE 1
761 GOTO 540
762 REM *** END OF FILE ***
763 REM C2 (C$P$ DOWN) (C$P$ DOWN)
764 PRINT "LAST TAPE FILE SEARCHING"
765 FOR H$=1 TO H$
766 ON C-1 GOTO 843,845,847 REM (C$P$ DOWN) ON NEXT THREE LINES
767 PRINT "A.K2(H$), "REFERENCES TO "AR$(H$), PRINT "WERE FOUND" NEXT H$ GOTO 840
768 PRINT "A.K2(H$), "REFERENCES TO "TUN(H$), PRINT "WERE FOUND" NEXT H$ GOTO 840
769 PRINT "A.K2(H$), "REFERENCES TO "TUN(H$), " IN" PRINTAR$(H$), " WERE FOUND"
770 NEXT H$ REM (C$P$ DOWN)
771 PRINT "RUN TIME =".(DAT$(T1-TT)/60)/10+LR " SECONDS"
772 IF P$=C$P$E THEN 773 PRINT "REMOVE SHIFT" NOW" REM (C$P$ DOWN) (C$P$ DOWN)
773 GOTO 400

```







# CHARTBUSTERS

BRITAIN'S SOFTWARE

# CHARTS

By the ASP Market Research Group

## ARCADE

- |                 |                   |              |
|-----------------|-------------------|--------------|
| 1 British Heart | 25 Gold           | 25 Gold      |
| 2 Match Point   | 25 Gold           | Spectrum 13  |
| 3 Saboteur      | 25 Gold           | Spectrum 133 |
| 4 Jet Set Willy | Software Projects | Spectrum 13  |
| 5 Trackman      | Quadrant          | CMS 64 15    |
| 6 Omega Force   | Commodore         | CMS 64 15    |
| 7 Dodge King    | Wardach           | Spectrum 14  |
| 8 Sea of Magma  | Atari             | CMS 64 15    |
| 9 Artic 2000    | Atari             | Spectrum 13  |
| 10 Muscle Wars  | Mastertronic      | CMS 64 15    |

## NON-ARCADE

- |                     |            |             |
|---------------------|------------|-------------|
| 1 Lord of the Rings | Reynold    | Spectrum 13 |
| 2 Murphy            | Art Source | Spectrum 13 |
| 3 Valhalla          | Legend     | CMS 64 17   |
| 4 Outlaw Star       | Commodore  | CMS 64 15   |
| 5 M. M. M. M. M.    | Commodore  | CMS 64 15   |
| 6 The Fall of Rome  | Art        | Spectrum 13 |
| 7 Sea of Magma      | Art        | CMS 64 15   |
| 8 Spring Adventure  | Acorn      | Spectrum 13 |
| 9 The Infamous      | Shepherd   | Spectrum 13 |
| 10 Sea of the South | Art        | Spectrum 13 |

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PGI, Websters, PCS and Software Centre.

## SPECTRUM

- |                 |                   |
|-----------------|-------------------|
| 1 British Heart | 25 Gold           |
| 2 Match Point   | 25 Gold           |
| 3 Saboteur      | 25 Gold           |
| 4 Jet Set Willy | Software Projects |
| 5 Trackman      | Quadrant          |
| 6 Omega Force   | Commodore         |
| 7 Dodge King    | Wardach           |
| 8 Sea of Magma  | Atari             |
| 9 Artic 2000    | Atari             |
| 10 Muscle Wars  | Mastertronic      |

- |                 |                   |
|-----------------|-------------------|
| 1 British Heart | 25 Gold           |
| 2 Match Point   | 25 Gold           |
| 3 Saboteur      | 25 Gold           |
| 4 Jet Set Willy | Software Projects |
| 5 Trackman      | Quadrant          |
| 6 Omega Force   | Commodore         |
| 7 Dodge King    | Wardach           |
| 8 Sea of Magma  | Atari             |
| 9 Artic 2000    | Atari             |
| 10 Muscle Wars  | Mastertronic      |

## COMMODORE 64

- |                 |                   |
|-----------------|-------------------|
| 1 British Heart | 25 Gold           |
| 2 Match Point   | 25 Gold           |
| 3 Saboteur      | 25 Gold           |
| 4 Jet Set Willy | Software Projects |
| 5 Trackman      | Quadrant          |
| 6 Omega Force   | Commodore         |
| 7 Dodge King    | Wardach           |
| 8 Sea of Magma  | Atari             |
| 9 Artic 2000    | Atari             |
| 10 Muscle Wars  | Mastertronic      |

## DRAGON 32

- |                 |                   |
|-----------------|-------------------|
| 1 British Heart | 25 Gold           |
| 2 Match Point   | 25 Gold           |
| 3 Saboteur      | 25 Gold           |
| 4 Jet Set Willy | Software Projects |
| 5 Trackman      | Quadrant          |
| 6 Omega Force   | Commodore         |
| 7 Dodge King    | Wardach           |
| 8 Sea of Magma  | Atari             |
| 9 Artic 2000    | Atari             |
| 10 Muscle Wars  | Mastertronic      |

Compiled by W. H. Smith and Websters. Figures in brackets are last week's position.

## WIC-20

- |                 |                   |
|-----------------|-------------------|
| 1 British Heart | 25 Gold           |
| 2 Match Point   | 25 Gold           |
| 3 Saboteur      | 25 Gold           |
| 4 Jet Set Willy | Software Projects |
| 5 Trackman      | Quadrant          |
| 6 Omega Force   | Commodore         |
| 7 Dodge King    | Wardach           |
| 8 Sea of Magma  | Atari             |
| 9 Artic 2000    | Atari             |
| 10 Muscle Wars  | Mastertronic      |

- |                 |                   |
|-----------------|-------------------|
| 1 British Heart | 25 Gold           |
| 2 Match Point   | 25 Gold           |
| 3 Saboteur      | 25 Gold           |
| 4 Jet Set Willy | Software Projects |
| 5 Trackman      | Quadrant          |
| 6 Omega Force   | Commodore         |
| 7 Dodge King    | Wardach           |
| 8 Sea of Magma  | Atari             |
| 9 Artic 2000    | Atari             |
| 10 Muscle Wars  | Mastertronic      |

## BBC

- |                 |                   |
|-----------------|-------------------|
| 1 British Heart | 25 Gold           |
| 2 Match Point   | 25 Gold           |
| 3 Saboteur      | 25 Gold           |
| 4 Jet Set Willy | Software Projects |
| 5 Trackman      | Quadrant          |
| 6 Omega Force   | Commodore         |
| 7 Dodge King    | Wardach           |
| 8 Sea of Magma  | Atari             |
| 9 Artic 2000    | Atari             |
| 10 Muscle Wars  | Mastertronic      |

- |                 |                   |
|-----------------|-------------------|
| 1 British Heart | 25 Gold           |
| 2 Match Point   | 25 Gold           |
| 3 Saboteur      | 25 Gold           |
| 4 Jet Set Willy | Software Projects |
| 5 Trackman      | Quadrant          |
| 6 Omega Force   | Commodore         |
| 7 Dodge King    | Wardach           |
| 8 Sea of Magma  | Atari             |
| 9 Artic 2000    | Atari             |
| 10 Muscle Wars  | Mastertronic      |

## ZX81

- |                 |                   |
|-----------------|-------------------|
| 1 British Heart | 25 Gold           |
| 2 Match Point   | 25 Gold           |
| 3 Saboteur      | 25 Gold           |
| 4 Jet Set Willy | Software Projects |
| 5 Trackman      | Quadrant          |
| 6 Omega Force   | Commodore         |
| 7 Dodge King    | Wardach           |
| 8 Sea of Magma  | Atari             |
| 9 Artic 2000    | Atari             |
| 10 Muscle Wars  | Mastertronic      |

- |                 |                   |
|-----------------|-------------------|
| 1 British Heart | 25 Gold           |
| 2 Match Point   | 25 Gold           |
| 3 Saboteur      | 25 Gold           |
| 4 Jet Set Willy | Software Projects |
| 5 Trackman      | Quadrant          |
| 6 Omega Force   | Commodore         |
| 7 Dodge King    | Wardach           |
| 8 Sea of Magma  | Atari             |
| 9 Artic 2000    | Atari             |
| 10 Muscle Wars  | Mastertronic      |

# Make England nuclear-free — by blowing up cruise missiles!

Greenham Common women have frequently been in the news this year. You either love them or hate them. This game takes a lighthearted look at a serious matter.

The aim of the game is to stop your women past the police roadblock to reach the nuclear missile and destroy it. This is peace history, not in real life that's not what the comedy producers of the game camp have in mind.

You're a strong woman and can knock down policemen who aren't in the bested class at the bottom of the scores. Once you reach the last line of defence, you have to find a gap to sneak through and get rid of the nuke.

## Violations

- Y women
- X police
- S score
- R traps, mines
- A gap in police line
- I speed of character
- Z player left
- W player right
- T time delay

Your life is at risk, since the police won't hesitate to fire at you. Once you're broken, we hope! You start with three lives, so you're at an advantage over the real thing.

Take a humorous look at one of the more controversial issues of 1984.

## How to proceed

These are the main **POKEs** which the VIC uses:

- 36479 screen and border colour
- 36116 colour of characters
- 36878 sound volume
- 36876 lines speed
- 36476 middle row pos
- 36876 high row pos
- 36875 white addr pos
- All read address of **EMUYS**
- POKE NEXT** point to next

**Here's a thorny subject: the presence of US arms in Britain. Stephen Dommett takes a lighter look at the issue. Relax and see the funnier side**

## How to make

- 1 report bug and **CRASH** instructions
- 31-38 print characters on screen
- 31-38 keyboard control
- 34-38 print more characters at random, start screen
- 40-50 create long line screen
- 41-54 destroy screen
- 400-412 printing short message
- 400-422 out of lives, end of game
- 400-430 instructions
- 400-434 character variables and data
- 414-417 start game
- 424-431 win game

- 1 **POKE** 65536, 255: **GO** 65570
- 10 **POKE** 65573, 155
- 11 **REM** 118: **CRASH** **DOWN** **PLUS**
- 12 **PRINT** "\*\*\*\*\*"
- 14 **W** 7
- 15 **REM** 12: **CRASH** **UP** 10776: **CH** 313: 3

```

16 A=INT(RND*(1+4095)+1) PRINTAB/A;"TID "
17 REMORDET
18 PRINT"R"
20 SETAB IFAH="Z"THENWY-1
24 IFAH="H"THENWY+1
25 REM DREG
28 PRINTTAB Y;" "
34 W=INT(RND*(1+4095)+7699
38 FORB=36070 TO FORC=34
56 POKE36070-65 FORC36077,175 POKE36077-0
57 REM (CRSP UP)
58 PRINT" "
60 I=0+1 IFO=15THW40
62 GOTO32
63 IFC125THEN620
64 IFY=ATHW40
66 C=C+1 GOTO400
68 PRINTTABWY;" " FORC36074,217 FORI=110700 NEXT GOTO40
69 POKE36075,152 POKE36074,0 PRINT" "
70 PRINT"XXXXXXXXXXXX /XXXXXXXXX" PRINT"XXXXXXXXXCRUISE DESTROYED"
71 I=0 I=0 W=0 K=0
72 S=S+1
74 FORI=1103000 NEXT GOTO10
760 POKE36077,300 FORL=1509070-1 FORC36070,1
784 FORH=1101000 NEXT
796 NEXTL
800 POKE36077,0 POKE36070,0
802 IFC125THENGOTO400
810 PRINT"WHY YOU'RE BEEN SHOT" PRINT"SCORE="S POKE36155,34 POKE36075,2
811 I=0 W=0 Y=0 L=0
812 FORI=1100000 NEXT GOTO10
813 POKE36070,50 PRINT" "
814 REM (BLK)
816 PRINT"YOU RUN OUT OF LOSE"
818 REM (5 CRSP BOMB) (4 CRSP RIGHT) (2 CRSP BOMB)
824 PRINT"XXXXXXXXXOUR SCORE="S PRINT"NUCLEAR WAR,IMMIGENT"
826 FORI=1104000 NEXT PRINT" " POKE36079,27 END
828 REM (CLRRIGHT)
830 POKE36079,0 PRINT"MR. DONNETT JAN 1984"
832 REM (CRSP BOMB)
834 PRINT"GREENHAM CONMIT"
836 REM (CRSP BOMB)
838 PRINT"DET RST POLICE CONSON"
840 PRINT"TO DESTROY 30 MISSILES"
842 REM (2 CRSP BOMB) (2 CRSP RIGHT)
844 PRINT"=====LEFT R=RIGHT"
846 PRINT"=====PLEASE WAIT"
848 FORI=1103000
850 POKE1,255 POKE2,27 POKE35,255 POKE36,27 POKE36069,255
852 FORJ=407000 W=POB=22700+33 POKE160+J,K NEXT
854 FORI=1101000 REMON POKE7400+J,K NEXT
856 DATA 24,125,163,185,200,200,100
857 DATA 24,150,200,61,60,56,68,135
858 DATA 1,60,127,240,240,127,60,1
859 DATA 255,255,255,125,255,255,255,255
861 POKE36079,0 PRINT" "
862 W=7712 W=7354 F=7044 R=7004
864 POKEY,20
866 PRINT" " PRINT"Hit SPACE BAR TO PLAY"
868 SETAB IFAH=" " THENW32
870 IFAH=" " THENGOTO10
872 REM (BLK)
874 PRINT" " POKE36070,0 POKE36079,110 PRINT"WELL DONE YOU HAVE"
876 PRINT"RIP BRITAIN OF THE 20"
878 PRINT"CRUISE MISSILES,"
880 REM (3 CRSP BOMB)
882 PRINT"YOU HAVE RAISED A NUCLEAR WAR, THE END" END

```





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